

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	2	("5227863").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 08:34
S2	1432	(345/629).ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 08:34
S3	4	(video near4 acquisition) same (synthetic near4 image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 09:01
S4	7	("6549681").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 08:59
S5	7	("20060188175").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 08:59
S6	27	(video near4 acquisition) and (synthetic near4 image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 09:03
S7	10	S6 and @rlad <= "20020724"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:06

EAST Search History

S8	5	S6 and @prad <= "20020724"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 09:09
S9	2	("6348953").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 10:30
S10	2	("20060074921").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 13:31
S13	2	("5805229").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/04 14:04
S14	1	(copy\$3 near4 odd near4 video near4 lines)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:05
S15	1143	(odd near4 video near4 lines)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:05
S16	248	stor\$3 same (odd near4 video near4 lines)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:06

EAST Search History

S17	61	S16 and @rlad <= "20020724"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:06
S18	57	S17 and (even near4 video near4 lines)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:07
S19	3	S18 and acquisition	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/09/04 14:07


Terms used: **mixing synthetic images** and **video images**

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Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

141 [Image-based modeling and lighting](#)



Paul E. Debevec

November 1999 **ACM SIGGRAPH Computer Graphics**, Volume 33 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.94 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)

142 [Image generation systems in virtual training platforms](#)



Philipp W. Peppler, Steve Stephens

September 1999 **Communications of the ACM**, Volume 42 Issue 9

Publisher: ACM Press

Full text available:  pdf(41.93 KB)  html(19.55 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

143 [A robust framework for content-based retrieval by spatial similarity in image databases](#)



Essam A. El-Kwae, Mansur R. Kabuka

April 1999 **ACM Transactions on Information Systems (TOIS)**, Volume 17 Issue 2

Publisher: ACM Press

Full text available:  pdf(274.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A framework for retrieving images by spatial similarity (FRISS) in image databases is presented. In this framework, a robust retrieval by spatial similarity (RSS) algorithm is defined as one that incorporates both directional and topological spatial constraints, retrieves similar images, and recognizes images even after they undergo translation, scaling, rotation (both perfect and multiple), or any arbitrary combination of transformations. The FRISS framework is discussed and used as a ba ...

Keywords: content-based retrieval, image databases, multimedia databases, query formulation, retrieval models, similarity retrieval, spatial similarity

144 [Two methods for display of high contrast images](#)



Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter

January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1

Publisher: ACM Press

Full text available:  pdf(10.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their

contrasts greatly exceed the range of most display devices for images. As a result, the image contrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...


Keywords: adaptation, tone reproduction, visual appearance

145 Multi-source data analysis challenges

Sam Uselton, Lloyd Treinish, Jim Ahrens, Wes Bethel, A. State

October 1998 **Proceedings of the conference on Visualization '98 VIS '98**

Publisher: IEEE Computer Society Press

Full text available:  pdf(551.04 KB)



[Publisher Site](#)

Additional Information: [full citation](#), [index terms](#)

146 Understanding and constructing shared spaces with mixed-reality boundaries



Steve Benford, Chris Greenhalgh, Gail Reynard, Chris Brown, Boriana Koleva

September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5
Issue 3

Publisher: ACM Press

Full text available:  pdf(2.50 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose an approach to creating shared mixed realities based on the construction of transparent boundaries between real and virtual spaces. First, we introduce a taxonomy that classifies current approaches to shared spaces according to the three dimensions of transportation, artificiality, and spatiality. Second, we discuss our experience of staging a poetry performance simultaneously within real and virtual theaters. This demonstrates the complexities involved in establishing social in ...

Keywords: CSCW, augmented reality, collaborative virtual environments, media-spaces, mixed reality, shared spaces, telepresence, video, virtual reality


147 A standard for multimedia middleware



D. J. Duke, I. Herman

September 1998 **Proceedings of the sixth ACM international conference on Multimedia MULTIMEDIA '98**

Publisher: ACM Press

Full text available:  pdf(1.31 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PREMO, distributed multimedia, standards

148 The office of the future: a unified approach to image-based modeling and spatially immersive displays



Ramesh Raskar, Greg Welch, Matt Cutts, Adam Lake, Lev Stesin, Henry Fuchs

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**

Publisher: ACM Press

Full text available:  pdf(2.00 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: autocalibration, calibration, depth, display, image-based modeling, image-based rendering, intensity blending, projection, range, reflectance, spatially immersive display, virtual environments



Synthesizing realistic facial expressions from photographs

Frédéric Pighin, Jamie Hecker, Dani Lischinski, Richard Szeliski, David H. Salesin

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**

Publisher: ACM Press

Full text available: pdf(276.04 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: facial animation, facial expression generation, facial modeling, morphing, photogrammetry, view-dependent texture-mapping

150 Techniques for handling video in virtual environments



Gianpaolo U. Carraro, John T. Edmark, J. Robert Ensor

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**

Publisher: ACM Press

Full text available: pdf(279.36 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: VRML, camera placement, virtual environments, virtual worlds

151 Visibility sorting and compositing without splitting for image layer decompositions



John Snyder, Jed Lengyel

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**

Publisher: ACM Press

Full text available: pdf(591.53 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: compositing, kd-tree, nonsplitting layered decomposition, occlusion cycle, occlusion graph, sprite, visibility sorting

152 MPEG-4: an object-based multimedia coding standard supporting mobile applications

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(747.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

153 Interactive 3D graphics for the masses



David B. Kirk

February 1998 **ACM SIGGRAPH Computer Graphics**, Volume 32 Issue 1

Publisher: ACM Press

Full text available: pdf(1.28 MB) Additional Information: [full citation](#), [index terms](#)

154 Evaluation of an algorithm for finding a match of a distorted texture pattern in a large image database



N. Vujovic, D. Brzakovic

Publisher: ACM Press

Full text available:  pdf(499.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Evaluation of an algorithm for finding a match for a random texture pattern in a large image database is presented. The algorithm was designed assuming that the random pattern may be subject to misregistration relative to its representation in the database and assuming that it may have missing parts. The potential applications involve authentication of legal documents, bank notes, or credit cards, where thin fibers are embedded randomly into the document medium during medium fabrication. Th ...

Keywords: image database, image matching, misregistration, presentation of information, random pattern

155 Evolving video skims into useful multimedia abstractions

 Michael G. Christel, Michael A. Smith, C. Roy Taylor, David B. Winkler
January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '98**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  pdf(1.02 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: digital video library, empirical studies, evaluation, multimedia, video abstraction, video browsing, video skim


156 Highly scalable image coding for multimedia applications

 Jie Liang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia MULTIMEDIA '97**

Publisher: ACM Press

Full text available:  pdf(1.54 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

157 Video Rewrite: driving visual speech with audio

 Christoph Bregler, Michele Covell, Malcolm Slaney
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  pdf(179.44 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: facial animation, lip sync

158 CU-SeeMe VR immersive desktop teleconferencing

 Jefferson Han, Brian Smith
February 1997 **Proceedings of the fourth ACM international conference on Multimedia MULTIMEDIA '96**

Publisher: ACM Press

Full text available:  pdf(1.41 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: cyberspace, ray-casting, segmentation, spatial audio, video-conferencing, virtual reality

159 Image compositing system capable of long-range camera movement

Masaki Hayashi, Kazuo Fukui, Yasumasa Itoh



Keywords: CG, SFX, image compositing, virtual reality, virtual studio

- 160 ["Smart clothing": wearable multimedia computing and "personal imaging" to restore
the technological balance between people and their environments](#)



Steve Mann

February 1997 **Proceedings of the fourth ACM international conference on Multimedia
MULTIMEDIA '96**

Publisher: ACM Press

Full text available: pdf(2.18 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: augmented reality, mediated reality, mobile multimedia, pencigraphic image compositing, personal imaging, smart spaces, ubiquitous computing, video orbits, video surveillance, wearable computing

Results 141 - 160 of 200

Result page: [previous](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) **8** [9](#) [10](#) [next](#)

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